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**Amendments to the Claims**

This listing of claims will replace all prior versions, and listings, of claims in the application. Claims 38-52, 57-60, 67, 70, 93-94, 130-142, 153, 158-165, 214-228, 233-236, 243, 247, and 310-322 have been canceled. Claims 3, 6, 10-11, 15, 18, 20-21, 24-26, 32-33, 53, 56, 61-62, 65-66, 68, 71, 76, 82, 90, 95, 100-103, 110, 112, 114-115, 118-121, 123-125, 143, 150, 152, 154-157, 166-167, 177, 179, 181-182, 184, 191, 194-197, 200, 202, 208-209, 229, 232, 237-238, 241, 244, 248, 250, 254-256, 260, 263, 271, 273, 276-277, 279-280, 286, 289-290, 292-296, 299, 302-303 and 305 have been amended.

1. (original) A method of providing illumination in coordination with a display screen, comprising:
  - providing a source of computer application content for display on a display screen;
  - providing an illumination source for illuminating an environment that is related to the display screen; and
  - coordinating the illumination source to illuminate the environment in relationship to the computer application content on the display screen.
2. (original) A method of claim 1, further comprising providing a control system for controlling the illumination source to provide illumination of a plurality of colors.
3. (currently amended) A method of claim 2, wherein controlling the illumination source uses the control system in response to a signal obtained from the computer application.
4. (original) A method of claim 3, wherein the application is a computer game.
5. (original) A method of claim 1, wherein the illumination source provides information that is not available through the display screen.
6. (currently amended) A method of claim 1, wherein the environment is selected from the group consisting of an entertainment room, a video game parlor, a home theatre, a dorm room, a

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bedroom, a computer room, an office, a classroom, a cabana (~~surround unit~~), an enclosure, a pod, a wall, a surface, a phosphor-coated surface, a surface, a vehicle, a car, a plane plan, a boat, a train, a venue, a store, a theatre, and a mall.

7. (original) A method of claim 1, wherein the environment comprises a surface, and wherein the surface includes an element selected from the group consisting of a work of art, a design, a color, a shape, a graphic design, a photograph and a picture.

8. (original) A method of claim 7, wherein the element is designed to create an animation effect in coordination with changes in illumination.

9. (original) A method of claim 1, wherein the environment is illuminated in coordination with a signal from a computer system located in another environment.

10. (currently amended) A method of claim 3 ~~1~~, wherein the ~~control~~ signal is obtained by a method selected from the group consisting of receiving a video signal, extracting information from a pixel on ~~the~~ a display screen, deriving ~~the~~ a signal from an audio signal, obtaining ~~the~~ a signal from an object of a computer application, obtaining ~~the~~ a signal from a thread of ~~the~~ a computer application, obtaining ~~the~~ a signal from a controller for a computer game, obtaining ~~the~~ a signal from a wiring system, obtaining ~~the~~ a signal from another element of a light system, and obtaining ~~the~~ a signal from a wireless connection.

11. (currently amended) A method of claim 3 ~~1~~, wherein the computer application is a game, and wherein the ~~control~~ signal is obtained through code from ~~the~~ a computer game and the illumination source is coordinated with events in the computer game.

12. (original) A method of claim 1, wherein the display screen is selected from the group consisting of a personal computer screen, a video game parlor game, a laptop computer screen, a television screen connected to a game console, an internet-enabled device screen, a thin client

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device screen, an Internet appliance screen, a simulator, a handheld device, a handheld game unit, a personal digital assistant, and a wireless handheld device.

13. (original) A method of claim 1, wherein the content is selected from the group consisting of computer game content, video game content, a television signal, an Internet protocol signal, an HTTP signal, an HTML instruction, a dynamic HTML instruction, a TCP/IP protocol signal, a parlor game instruction, and a console game instruction.

14. (original) A method of claim 1, wherein the content is a game and wherein the game is selected from the group consisting of a war game, a strategy game, a multi-player game, a target shooting game, a fighting game, and a puzzle.

15. (currently amended) A method of claim 1, wherein the content is a puzzle game and wherein obtaining a predetermined configuration of lighting in the a environment solves the puzzle.

16. (original) A method of claim 1, wherein the illumination source is selected from the group consisting of a plurality of light emitting diodes, a plurality of networked light emitting diodes, and a room light.

17. (original) A method of claim 16, wherein the illumination source is controlled by a method selected from the group consisting of digital control, analog control, radio control, infrared control, Bluetooth control, pulse-width-modulation, and wireless control.

18. (currently amended) A method of claim 1, wherein the signal ~~control code~~ for the light system is obtained from a method selected from the group consisting of embedding code in a computer game, embedding code in a software application, embedding code on a disc, delivering code over a network, and delivering the code via a wireless connection.

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19. (original) A method of claim 1, wherein illuminating the environment comprises an effect selected from the group consisting of a color-changing effect, a stroboscopic effect, a flashing effect, a coordinated lighting effect, a lighting effect coordinated with a video signal, a lighting effect coordinated with an audio signal, a color wash where the color changes over a period of time, an effect creating an ambient color, a color fading effect, an effect that simulates movement, a color chasing rainbow, a flare streaking across a room, a sun rising, and a plume from an explosion.

20. (currently amended) A method of claim 1, further comprising illuminating the environment, wherein illuminating the environment creates an effect, and wherein the illumination effect is coordinated with an audio effect.

21. (currently amended) A method of claim 1, further comprising illuminating the environment, wherein illuminating the environment is performed in coordination with execution of a computer game using the display, and wherein the illumination shows an object outside a viewport of a virtual world depicted by the computer game.

22. (original) A method of claim 1, further comprising providing a mapping module for mapping a plurality of lights in the environment with a plurality of objects in the content.

23. (original) A method of claim 22, wherein the content relates to a computer game.

24. (currently amended) A method of claim 23, further comprising establishing an avatar representative of a character of the a computer game and providing light as a characteristic of the avatar.

25. (currently amended) A method of claim 24, wherein the ~~light~~ characteristic of the avatar relates to at least one of light hue, color, intensity, temperature and saturation.

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26. (currently amended) A method of illumination ~~illuminating the environment of a display screen~~, comprising:

providing an illumination source capable of illuminating an environment with a plurality of colors;

providing a control system for controlling the illumination source;

configuring the control system to accept a signal related to the content displayed on ~~a~~ the display screen.

27. (original) A method of claim 26, further comprising controlling the illumination source in response to the signal.

28. (original) A method of claim 27, wherein the content is a computer application.

29. (original) A method of claim 28, wherein the content is a computer game.

30. (original) A method of claim 29, wherein the illumination source is a plurality of LEDs.

31. (original) A method of claim 30, wherein the LEDS are addressably disposed on a network.

32. (currently amended) A method of providing a control signal for an illumination system ~~source~~, comprising:

providing content for a computer application including a display on a computer screen;

providing ~~the~~ a control signal adapted to control an illumination system; and

coordinating the control signal with the content.

33. (currently amended) A method of claim 32, wherein coordinating comprises embedding the ~~illumination~~ control signal in computer code for the display on the computer screen.

34. (original) A method of claim 33, wherein the application is a computer game.

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35. (original) A method of claim 34, wherein the application is a solid modeling program.
36. (original) A method of claim 35, wherein the application is a simulation.
37. (original) A method of claim 32, wherein the application is for a computer-based auction.
- 38-52. (canceled)
53. (currently amended) A method of illumination in a virtual reality environment, comprising:  
providing a display screen for displaying virtual reality content in at least a portion of the  
a virtual reality environment;  
providing a lighting system for illuminating at least a portion of the a virtual reality  
environment; and  
coordinating the illumination from the lighting system with the virtual reality content.
54. (original) A method of claim 53, wherein the virtual reality environment comprises a  
training application.
55. (original) A method of claim 53, wherein the virtual reality environment comprises a  
game application.
56. (currently amended) A method of claim 53, wherein the illumination is generated using  
~~by control of~~ a network of light emitting diodes of a plurality of colors, the light emitting diodes  
comprising the lighting system.
- 57-60. (canceled)
61. (currently amended) A method of modeling, comprising:

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providing a computer-based representation of ~~for~~ a solid model in a virtual environment, the representation including a capability for modeling an ~~the~~ effect of light illuminating the solid model lights, and

providing a controller for a light system, the controller adapted to control ~~controlling~~ the light system to illuminate the a solid model in a ~~the~~ real environment in correspondence with the modeled effect of the light ~~modeling illumination of the representation in the~~ a virtual environment.

62. (currently amended) A method of claim 61, further comprising providing the a light system for illuminating the a solid model.

63. (original) A method of claim 62, wherein the light system includes a network of LEDs.

64. (original) A method of claim 63, wherein the LEDs are addressable.

65. (currently amended) A method of simulating an environment of a real world situation, comprising:

establishing a simulated ~~simulation~~ environment corresponding to an environment of the a real world situation,

providing a lighting system for illuminating the simulated environment, and

controlling the lighting system to illuminate the simulated environment in a manner corresponding to illumination conditions typical of the real world environment.

66. (currently amended) A method of claim 65, wherein the simulated environment is an emergency situation, and wherein the lighting system imitates emergency lighting conditions.

67. (canceled)

68. (currently amended) A method of illumination of an environment, comprising:  
providing a display screen for displaying content of a computer application,

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providing a lighting system for illuminating an environment of a user of the computer application,

providing a surface for receiving illumination from ~~for~~ the lighting system, and  
coordinating ~~the~~ illumination of the surface with ~~the~~ execution of the content of the computer application.

69. (original) A method of claim 68, further comprising providing an element on the surface that interacts with light from the lighting system to provide an effect.

70. (canceled)

71. (currently amended) A method of controlling illumination in an ~~the~~ environment of a visual display screen, comprising:

providing an illumination source for producing illumination comprising ~~of~~ a plurality of colors;

obtaining a signal related to content ~~that is~~ displayed on the display screen;

providing a control system for controlling the illumination source; and

controlling the illumination source to illuminate the environment in coordination with the content displayed on the display screen.

72. (original) A method of claim 71, wherein the content comprises objects in a computer game.

73. (original) A method of claim 72, wherein the illumination source comprises an array of LEDs.

74. (original) A method of claim 73, wherein the display screen has a housing and wherein the LEDs are disposed on the housing of the display screen.

75. (original) A method of claim 74, wherein the network is a wireless network.



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76. (currently amended) A method of claim 71, wherein obtaining the signal comprises obtaining code that is embedded in the code for a computer game.

77. (original) A method of claim 71, wherein obtaining the signal comprises detecting a signal directly from the display screen.

78. (original) A method of claim 71, wherein obtaining the signal comprises obtaining a video signal through a video in port.

79. (original) A method of claim 71, wherein the control system delivers a digital signal.

80. (original) A method of claim 79, wherein the control system delivers a pulse-width-modulated signal.

81. (original) A method of claim 71, wherein the control system delivers an analog signal.

82. (currently amended) A method of claim 77, further comprising using the control system to control the illumination source in relation to a game object in a the game.

83. (original) A method of claim 82, wherein the control system controls the illumination source in coordination with disabling at least one function of the content displayed on the display screen.

84. (original) A method of claim 83, wherein the display screen is entirely disabled for a period of time in coordination with control of the illumination source.

85. (original) A method of claim 83, wherein the game object is an event and the illumination source is controlled to produce an effect that is related to the event.

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86. (original) A method of claim 85, wherein the event is an explosion and the effect is a flash.

87. (original) A method of claim 85, wherein the event is a shot and the effect is a flash.

88. (original) A method of claim 85, wherein the event is success and the effect is a flash.

89. (original) A method of claim 85, wherein the event is approach of a threat and the effect is a color change.

90. (currently amended) A method of claim 85, wherein the event is a change in a an-object characteristic of the game object and the effect is a color change.

91. (original) A method of claim 85, wherein the event is movement and the effect is a wash of color.

92. (original) A method of claim 85, wherein the event is movement and the effect is movement of color.

93. (canceled)

94. (canceled)

95. (currently amended) A method of claim 77, wherein the content is a game that provides a third person view and wherein the illumination source ~~lighting system~~ provides illumination that is an extension of the content displayed on the screen.

96. (original) A method of claim 77, wherein the illumination source is controlled in coordination with a non-game object.

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97. (original) A method of claim 96, wherein the non-game object is selected from the group consisting of the time of day, the end of the work day, the beginning of the work day, the beginning of a lunch period, sunset, sunrise, and an environmental condition.

98. (original) A method of claim 77, further comprising controlling the illumination source to distract the user of the content.

99. (original) A method of claim 77, further comprising controlling the illumination source to deter the user of the content.

100. (currently amended) A method of claim 71, further comprising detecting a condition in the real world environment via the illumination source ~~lighting system~~.

101. (currently amended) A method of claim 100, further comprising altering the execution of ~~a~~ the computer application based on the detection of the ~~real-world~~ condition.

102. (currently amended) A method of claim ~~85~~ 74, further comprising providing a surround sound speaker system in proximity to the user of the display screen, wherein the event is movement and the effect is movement of color in coordination with movement of sound in the surround sound speaker system.

103. (currently amended) A method of claim 71, further comprising providing a surface located in proximity to the display screen for receiving illumination from the illumination source.

104. (original) A method of claim 103, wherein the surface comprises an enclosure surrounding the display screen.

105. (original) A method of claim 104, wherein the surface comprises a cabana.

106. (original) A method of claim 103, wherein the surface comprises a white surface.

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107. (original) A method of claim 103, wherein the surface comprises a graphical element that is adapted to be illuminated by the illumination source.

108. (original) A method of claim 107, wherein altering the illumination from the illumination source creates an animation effect with the graphical element of the surface.

109. (original) A method of claim 103, wherein the surface comprises a textured surface.

110. (currently amended) A method of claim 71, further comprising providing an audio system for producing sound that is related to the content.

111. (original) A method of claim 110, further comprising controlling the illumination source to illuminate the environment of the display screen in coordination with the sound produced by the audio system.

112. (currently amended) A method of claim 111, wherein the audio system comprises speakers and the illumination source comprises a network of LEDs is disposed in proximity to the speakers.

113. (original) A method of claim 112, wherein the LEDs are disposed on the speakers.

114. (currently amended) A method of claim 71, wherein the display screen is a first display screen and the environment is a first environment, further comprising:  
providing a second display screen in a second environment,  
providing a second illumination source, and  
controlling the first and second illumination sources to coordinate ~~coordinating~~ illumination of the first and second ~~two~~ environments in conjunction with the content displayed on the first and second display screens.

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115. (currently amended) A method of claim 114, further comprising changing illumination in the second environment in coordination with content on the first display screen, wherein the first display screen and the second display screen display content for a multi-user computer game, and wherein the illumination of the first environment and the second environment is coordinated in response to objects in the computer game.

116. (original) A method of claim 115, wherein an event on the first display screen causes an illumination change in the second environment.

117. (original) A method of claim 71, further comprising providing a mapping module for mapping a plurality of lights in the environment with a plurality of objects in the content.

118. (currently amended) A method of claim 117, further comprising mapping the a plurality of lights in a home, to a plurality of lights in a virtual environment depicted on the display.

119. (currently amended) A method of claim 118, further comprising illuminating the ~~house~~ lights in the home in coordination with the ~~virtual~~ lights in the virtual environment.

120. (currently amended) A method of claim 71, further comprising providing a mounting bar for mounting ~~lights of the lighting system~~ the illumination source.

121. (currently amended) A method of claim 120, further comprising providing a cabana for surrounding the display screen.

122. (original) A method of claim 121, wherein the cabana is collapsible.

123. (currently amended) A method of claim 71, further comprising providing an indicator light ~~that is~~ disposed in proximity to the display screen.

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124. (currently amended) A method of claim 123, further comprising using the indicator light to indicate a condition.

125. (currently amended) A method of claim 71, further comprising using data from the real world to influence at least one of an event, an object and an attribute in a the virtual world in coordination with control of the ~~lighting system~~ illumination source.

126. (original) A method of facilitating illumination control, comprising:  
providing a control system for an illumination source;  
adapting the control system to receive a signal representative of visual content displayed on a display screen; and  
adapting the control system to control the illumination source in coordination with the visual content.

127. (original) A method of claim 126, wherein the display screen is a computer screen.

128. (original) A method of claim 127, wherein the content is computer game content.

129. (original) A method of claim 126, wherein the display screen is a television screen.

130-142. (canceled)

143. (currently amended) A screen for use with a lighting system comprising:  
a frame designed to be placed in proximity to the user of a computing system, and a material mounted on the frame, wherein the material is arranged ~~in a manner so as to be able~~ to reflect illumination produced by a lighting system to the user of the computing system.

144. (original) A system of claim 143, wherein the screen is shaped to form a cabana.

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145. (original) A system of claim 143, wherein the screen is shaped to form a portion of a sphere.

146. (original) A system of claim 143, wherein the screen is formed so as to be repeatedly assembled and disassembled.

147. (original) A system of claim 143, further comprising a video display, wherein the frame is designed to be placed to at least partially enclose the video display.

148. (original) A system of claim 143, wherein the frame is designed to be placed behind the video display relative to the user.

149. (original) A system of claim 143, wherein the frame is designed to at least partially enclose the computing system and the user.

150. (currently amended) A system of claim 143, further comprising a mounting bar for the attachment of lighting fixtures ~~in proximity to the screen~~.

151. (original) A system of claim 150, wherein the mounting bar is arranged so that the lighting fixtures have a fixed point of attachment to the mounting bar.

152. (currently amended) A system of claim 150, wherein the mounting bar is arranged so that the lighting fixtures have a fixed point of projection onto the screen when attached to the mounting bar.

153. (canceled)

154. (currently amended) A method for visualizing ~~the relative locations~~ location of virtual objects within a virtual environment, comprising:  
providing ~~having~~ a computing device;

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generating a virtual environment on the computing device, the virtual environment containing a plurality of virtual objects;  
associating with at least one of the plurality of a virtual objects ~~object~~, the illumination from a lighting fixture; and  
visualizing the relative location of the virtual object by the positioning of the illumination.

155. (currently amended) A method of claim 154, wherein the visualizing includes identifying the position of the illumination relative corresponding to the position of the lighting fixture.

156. (currently amended) A method of claim ~~154~~ 155, wherein the visualizing includes identifying the position of the illumination corresponding to the position on a surface which is illuminated by the illumination.

157. (currently amended) A method of claim 156, wherein the position on the surface performs at least one of reflection of the illumination, refraction of the illumination, and absorption and reemission of the illumination.

158-165. (canceled)

166. (currently amended) A method of providing illumination in coordination with display of content on a display screen, comprising:

providing a source of computer game content for display on a display screen;  
providing an illumination source for illuminating an environment that is related to the display screen;  
providing a control system for controlling the illumination source to provide illumination of a plurality of colors; and  
coordinating the illumination source to illuminate the environment in relationship to the computer game content on the display screen, wherein coordinating the illumination source uses the control system in response to a signal obtained from the computer game.



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167. (currently amended) A method of claim 166, further comprising providing a surface in the environment of the display screen for accepting illumination from the illumination source.

168. (original) A method of claim 167, wherein the surface comprises an enclosure.

169. (original) A method of claim 168, wherein the enclosure is collapsible and portable.

170. (original) A method of claim 167, wherein the surface comprises elements suitable for interacting with the illumination from the illumination source.

171. (original) A method of claim 170, wherein the elements comprise graphical objects related to objects in the computer game.

172. (original) A method of claim 166, further comprising providing a mounting apparatus for the illumination source.

173. (original) A method of claim 172, wherein the mounting apparatus is collapsible.

174. (original) A method of claim 166, wherein the illumination source comprises a plurality of light emitting diodes.

175. (original) A method of claim 174, wherein the light emitting diodes are disposed in a network configuration.

176. (original) A method of claim 175, wherein the light emitting diodes are controlled by pulse width modulation.

177. (currently amended) A system for providing illumination ~~in coordination with display of content on a display screen~~, comprising:

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a source of computer application content for display on a display screen;  
an illumination source for illuminating an environment that is related to the display screen; and  
a control system for coordinating the illumination source in response to a control signal to illuminate the environment in relationship to the computer application content on the display screen.

178. (original) A system of claim 177, further comprising a control system for controlling the illumination source to provide illumination of a plurality of colors.

179. (currently amended) A system of claim 178, wherein the control system controls ~~controlling~~ the illumination source ~~uses the control system~~ in response to a signal obtained from the source of computer application content ~~computer application~~.

180. (original) A system of claim 179, wherein the application is a computer game.

181. (currently amended) A system of claim 177, wherein the illumination source is adapted to ~~provide provides~~ information that is not available through the display screen.

182. (currently amended) A system of claim 177, wherein the environment is selected from the group consisting of an entertainment room, a video game parlor, a home theatre, a dorm room, a bedroom, a computer room, an office, a classroom, a cabana (~~surround unit~~), an enclosure, a pod, a wall, a surface, a phosphor-coated surface, ~~a surface~~, a vehicle, a car, a plane ~~plan~~, a boat, a train, a venue, a store, a theatre, and a mall.

183. (original) A system of claim 177, wherein the environment comprises a surface, and wherein the surface includes an element selected from the group consisting of a work of art, a design, a color, a shape, a graphic design, a photograph and a picture.

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184. (currently amended) A system of claim 177, wherein the element is designed to create an animation effect in coordination with changes in illumination from the illumination source.

185. (original) A system of claim 177, wherein the environment is illuminated in coordination with a signal from a computer system located in another environment.

186. (original) A system of claim 177, wherein the control signal is obtained by a method selected from the group consisting of receiving a video signal, extracting information from a pixel on a display screen, deriving a signal from an audio signal, obtaining a signal from an object of a computer application, obtaining a signal from a thread of a computer application, obtaining a signal from a controller for a computer game, obtaining a signal from a wiring system, obtaining a signal from another element of a light system, and obtaining a signal from a wireless connection.

187. (original) A system of claim 177, wherein the control signal is obtained through code from a computer game and the illumination source is coordinated with events in the computer game.

188. (original) A system of claim 177, wherein the display screen is selected from the group consisting of a personal computer screen, a video game parlor game, a laptop computer screen, a television screen connected to a game console, an internet-enabled device screen, a thin client device screen, an Internet appliance screen, a simulator, a handheld device, a handheld game unit, a personal digital assistant, and a wireless handheld device.

189. (original) A system of claim 177, wherein the content is selected from the group consisting of computer game content, video game content, a television signal, an Internet protocol signal, an HTTP signal, an HTML instruction, a dynamic HTML instruction, a TCP/IP protocol signal, a parlor game instruction, and a console game instruction.

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190. (original) A system of claim 177, wherein the content is a game and wherein the game is selected from the group consisting of a war game, a strategy game, a multi-player game, a target shooting game, a fighting game, and a puzzle.

191. (currently amended) A system of claim 177, wherein the content is a puzzle game and wherein obtaining a predetermined configuration of lighting in ~~the~~ an environment solves the puzzle.

192. (original) A system of claim 177, wherein the illumination source is selected from the group consisting of a plurality of light emitting diodes, a plurality of networked light emitting diodes, and a room light.

193. (original) A system of claim 177, wherein the illumination source is controlled by a method selected from the group consisting of digital control, analog control, radio control, infrared control, Bluetooth control, pulse-width-modulation, and wireless control.

194. (currently amended) A system of claim 177, wherein the control signal ~~code~~ for the illumination source ~~light system~~ is obtained from a method selected from the group consisting of embedding code in a computer game, embedding code in a software application, embedding code on a disc, delivering code over a network, and delivering the code via a wireless connection.

195. (currently amended) A system of claim 177, wherein the illumination source is adapted to illuminate ~~illuminating~~ the environment to achieve ~~comprises~~ an effect selected from the group consisting of a color-changing effect, a stroboscopic effect, a flashing effect, a coordinated lighting effect, a lighting effect coordinated with a video signal, a lighting effect coordinated with an audio signal, a color wash where the color changes over a period of time, an effect creating an ambient color, a color fading effect, an effect that simulates movement, a color chasing rainbow, a flare streaking across a room, a sun rising, and a plume from an explosion.

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196. (currently amended) A system of claim 177, wherein the illumination source is adapted to create illuminating the environment creates an effect, and wherein the illumination effect is coordinated with an audio effect.

197. (currently amended) A system of claim 177, wherein the illumination source is adapted to illuminate illuminating the environment is in coordination with execution of a computer game using the display, and wherein the illumination shows an object outside a viewport of a virtual world depicted by the computer game.

198. (original) A system of claim 177, further comprising a mapping module for mapping a plurality of lights in the environment with a plurality of objects in the content.

199. (original) A system of claim 177, wherein the content relates to a computer game.

200. (currently amended) A system of claim 199, further comprising an avatar representative of a character of the a computer game, wherein the avatar has light as a characteristic.

201. (original) A system of claim 200, wherein the light characteristic of the avatar relates to at least one of light hue, color, intensity, temperature and saturation.

202. (currently amended) A system for illuminating a ~~the~~ environment of a display screen, comprising:

an illumination source capable of illuminating the ~~an~~ environment with a plurality of colors;

a control system for controlling the illumination source, wherein the control system accepts a signal related to ~~the~~ content displayed on the display screen.

203. (original) A system of claim 202, wherein the control system controls the illumination source in response to the signal.

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204. (original) A system of claim 203, wherein the content is a computer application.
205. (original) A system of claim 204, wherein the content is a computer game.
206. (original) A system of claim 205, wherein the illumination source is a plurality of LEDs.
207. (original) A system of claim 206, wherein the LEDS are addressably disposed on a network.
208. (currently amended) A system for ~~providing a control signal for an illumination source,~~ comprising:  
content for a computer application including a display on a computer screen;  
a control signal adapted to control an illumination system; and  
a ~~light system~~ controller for coordinating the control signal with the content.
209. (currently amended) A system of claim 208, wherein the controller is adapted to coordinate the control signal by coordinating ~~comprises~~ embedding the illumination control signal in computer code for the display on the computer screen.
210. (original) A system of claim 209, wherein the application is a computer game.
211. (original) A system of claim 209, wherein the application is a solid modeling program.
212. (original) A system of claim 209, wherein the application is a simulation.
213. (original) A system of claim 209, wherein the application is for a computer-based auction.
- 214-228. (canceled)

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229. (currently amended) A system for illumination in a virtual reality environment, comprising:

a display screen for displaying virtual reality content in at least a portion of a virtual reality environment;

a lighting system for illuminating at least ~~the~~ a portion of ~~the~~ a virtual reality environment; and

a controller for coordinating ~~the~~ illumination from the lighting system with the virtual reality content.

230. (original) A system of claim 229, wherein the virtual reality environment comprises a training application.

231. (original) A system of claim 230, wherein the virtual reality environment comprises a game application.

232. (currently amended) A system of claim 231, wherein the lighting system comprises illumination is by control of a network of light emitting diodes of a plurality of colors.

233-236. (canceled)

237. (currently amended) A system for modeling, comprising:

a computer-based representation of ~~for~~ a solid model in a virtual environment, the representation including a capability for modeling an the effect of a light system on the solid model lights, and

a controller for a light system, the controller adapted to control the light system to illuminate a solid model in a the real environment in correspondence with the modeled effect of the light modeling illumination of the representation model in the a virtual environment.

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238. (currently amended) A system of claim 237, further comprising a light system for illuminating the a solid model.

239. (original) A system of claim 238, wherein the light system includes a network of LEDs.

240. (original) A system of claim 239, wherein the LEDs are addressable.

241. (currently amended) A simulation system ~~for simulating an environment~~, comprising:  
a simulated ~~simulation~~ environment corresponding to an environment of a real world situation,

a lighting system for illuminating the simulated environment, and  
a controller for controlling the lighting system to illuminate the simulated environment in a manner corresponding to illumination conditions typical of the ~~real-world~~ environment of the real world situation.

242. (original) A system of claim 241, wherein the environment is an emergency situation, and wherein the lighting system imitates emergency lighting conditions.

243. (canceled)

244. (currently amended) A system for illumination of an environment, comprising:  
a display screen for displaying content of a computer application,  
a lighting system for illuminating the an environment of a user of the computer application,

a surface for receiving illumination from ~~for~~ the lighting system, and  
a controller for coordinating the illumination of the surface with ~~the~~ execution of the content of the computer application.

245. (original) A system of claim 244, further comprising an element on the surface that interacts with light from the lighting system to provide an effect.



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246. (original) A system of claim 244, further comprising a mounting bar for mounting lights of the lighting system for illumination of the surface.

247. (canceled)

248. (currently amended) A system for controlling illumination in an the environment of a ~~visual~~ display screen, comprising:

an illumination source adapted to produce ~~for producing~~ illumination of a plurality of colors;

~~a signal related to content that is displayed on the display screen; and~~

a control system adapted to generate a signal corresponding to content that is displayed on the display screen, for controlling the illumination source, ~~wherein the control system controls the illumination source to illuminate the environment in coordination with the content displayed on the display screen.~~

249. (original) A system of claim 248, wherein the content comprises objects in a computer game.

250. (currently amended) A system of claim ~~250~~ 248, wherein the illumination source comprises an array of LEDs.

251. (original) A system of claim 250, wherein the LEDs are configured in a network.

252. (original) A system of claim 249, wherein the display screen has a housing and wherein the LEDs are disposed on the housing of the display screen.

253. (original) A system of claim 251, wherein the network is a wireless network.

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254. (currently amended) A system of claim 248, wherein ~~obtaining~~ the signal ~~comprises~~ obtaining is obtained from code that is embedded in the code for a computer game.

255. (currently amended) A system of claim 248, wherein ~~obtaining~~ the signal ~~comprises~~ detecting a signal is obtained directly from the display screen.

256. (currently amended) A system of claim 248, wherein ~~obtaining~~ the signal ~~comprises~~ obtaining is obtained from a video signal ~~through a video in port~~.

257. (original) A system of claim 248, wherein the control system delivers a digital signal.

258. (original) A system of claim 257, wherein the control system delivers a pulse-width-modulated signal.

259. (original) A system of claim 248, wherein the control system delivers an analog signal.

260. (currently amended) A system of claim ~~249~~ 248, wherein the control system controls the illumination source in relation to a game object in the game.

261. (original) A system of claim 248, wherein the control system controls the illumination source in coordination with disabling at least one function of the content displayed on the display screen.

262. (original) A system of claim 248, wherein the display screen is entirely disabled for a period of time in coordination with control of the illumination source.

263. (currently amended) A system of claim ~~249~~ 248, wherein ~~a~~ the game object is an event and the illumination source is controlled to produce an effect that is related to the event.

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264. (original) A system of claim 263, wherein the event is an explosion and the effect is a flash.

265. (original) A system of claim 263, wherein the event is a shot and the effect is a flash.

266. (original) A system of claim 263, wherein the event is success and the effect is a flash.

267. (original) A system of claim 263, wherein the event is approach of a threat and the effect is a color change.

268. (original) A system of claim 263, wherein the event is a change in an object characteristic and the effect is a color change.

269. (original) A system of claim 263, wherein the event is movement and the effect is a wash of color.

270. (original) A system of claim 263, wherein the event is movement and the effect is movement of color.

271. (currently amended) A system of claim ~~249~~ 248, further comprising a library of effects from which ~~a~~ the programmer may select an effect to relate to an event in the game.

272. (original) A system of claim 271, wherein the library of effects includes effects selected from the group consisting of color-changing effects, stroboscopic effects, flashing effects, coordinated lighting effects, lighting effects coordinated with video, lighting effects coordinated with audio, color wash effects, changes in hue, changes in saturation, changes in intensity, creating an ambient color, color fading, effects that simulate movement, color chasing rainbows, a flare streaking across a room, a sun rising, and a plume from an explosion.

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273. (currently amended) A system of claim 248, wherein the content is a game that provides a third person view and wherein the illumination source ~~lighting system~~ provides illumination that is an extension of the content displayed on the screen.

274. (original) A system of claim 248, wherein the illumination source is controlled in coordination with a non-game object.

275. (original) A system of claim 274, wherein the non-game object is selected from the group consisting of the time of day, the end of the work day, the beginning of the work day, the beginning of a lunch period, sunset, sunrise, and an environmental condition.

276. (currently amended) A system of claim 248, wherein the control system ~~controller~~ controls the illumination source to distract the user of the content.

277. (currently amended) A system of claim 248, wherein the controller controls the illumination source to deter a ~~the~~ user of the content.

278. (original) A system of claim 248, further comprising a detector for detecting a real world condition.

279. (currently amended) A system of claim 278, wherein the control system ~~controller~~ alters execution of the computer application based on a ~~the~~ detection of the real world condition.

280. (currently amended) A system of claim ~~263~~ 248, further comprising a surround sound speaker system in proximity to a ~~the~~ user of the display screen, wherein the event is movement and the effect is movement of color in coordination with movement of sound in the surround sound speaker system.

281. (original) A system of claim 248, further comprising a surface located in proximity to the display screen for receiving illumination from the illumination source.

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282. (original) A system of claim 281, wherein the surface comprises an enclosure surrounding the display screen.

283. (original) A system of claim 282, wherein the surface comprises a cabana.

284. (original) A system of claim 281, wherein the surface comprises a white surface.

285. (original) A system of claim 281, wherein the surface comprises a graphical element that is adapted to be illuminated by the illumination source.

286. (currently amended) A system of claim 285, wherein the control system is adapted to alter ~~altering~~ the illumination from the illumination source to create ~~creates~~ an animation effect with the graphical element of the surface.

287. (original) A system of claim 281, wherein the surface comprises a textured surface.

288. (original) A system of claim 248, further comprising an audio system for producing sound that is related to the content.

289. (currently amended) A system of claim 288, wherein the ~~controller~~ control system controls the illumination source to illuminate the environment of the display screen in coordination with ~~the~~ sound produced by the audio system.

290. (currently amended) A system of claim 289, wherein the audio system comprises speakers and ~~a~~ the network of LEDs is disposed in proximity to the speakers.

291. (original) A system of claim 290, wherein the LEDs are disposed on the speakers.

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292. (currently amended) A system of claim 248, wherein the display screen is a first display screen and the environment is a first environment, further comprising:

a second display screen in a second environment, and

a second illumination source, wherein the ~~controller~~ control system controls the first and second illumination sources to coordinate ~~coordinating~~ illumination of the first and second ~~two~~ environments in conjunction with the content displayed on the first and second display screens.

293. (currently amended) A system of claim 248, wherein the illumination source comprises a plurality of lights, and the system further comprises ~~comprising~~ a mapping module for mapping the a plurality of lights in the environment with a plurality of objects in the content.

294. (currently amended) A system of claim 293, wherein the environment is a home, and wherein the mapping module maps a plurality of lights in the a home to a plurality of lights in a virtual environment depicted on the display.

295. (currently amended) A system of claim 294, wherein the control system is adapted to control the plurality of lights ~~controller illuminates house lights~~ in coordination with the plurality of virtual lights in the virtual environment.

296. (currently amended) A system of claim 292, wherein the ~~controller~~ control system changes illumination in the second environment in coordination with content displayed on the first display screen.

297. (original) A system of claim 296, wherein the first display screen and the second display screen display content for a multi-user computer game, and wherein the illumination of the first environment and the second environment is coordinated in response to objects in the computer game.

298. (original) A system of claim 297, wherein an event on the first display screen causes an illumination change in the second environment.

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299. (currently amended) A system of claim 249, further comprising a mounting bar for mounting lights of the illumination source lighting system.

300. (original) A system of claim 248, further comprising a cabana for surrounding the display screen.

301. (original) A system of claim 300, wherein the cabana is collapsible.

302. (currently amended) A system of claim 248, further comprising ~~providing~~ an indicator light that is disposed in proximity to the display.

303. (currently amended) A system of claim 302, wherein the indicator light is used to indicate a condition.

304. (original) A system of claim 303, wherein the condition is selected from the group consisting of the health of a person, the strength of a shield, and a fuel level.

305. (currently amended) A system of claim 304, further comprising a detector for detecting data from the real world to influence at least one of an event, an object and an attribute in the virtual world in coordination with control of the illumination source lighting system.

306. (original) A system for facilitating illumination control, comprising:  
a control system for an illumination source, wherein the control system is adapted to receive a signal representative of visual content displayed on a display screen; and  
a system for receiving the signal.

307. (original) A system of claim 306, wherein the display screen is a computer screen.

308. (original) A system of claim 307, wherein the content is computer game content.

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309. (original) A system of claim 308, wherein the display screen is a television screen.

310-322. (canceled)